MAR 1 3 2006

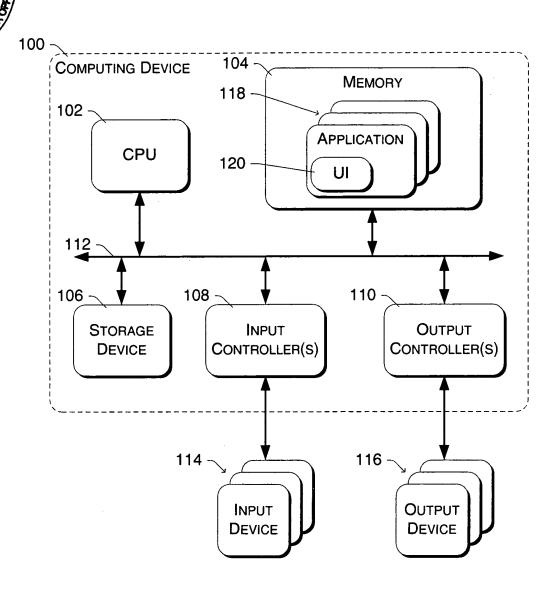


Fig. 1

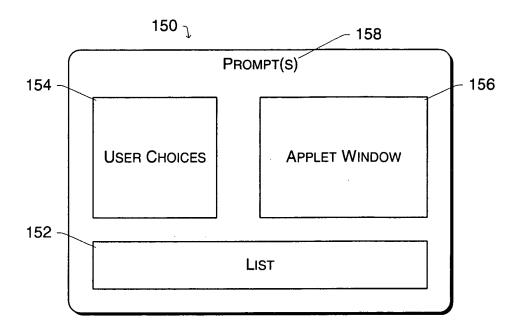


Fig. 2

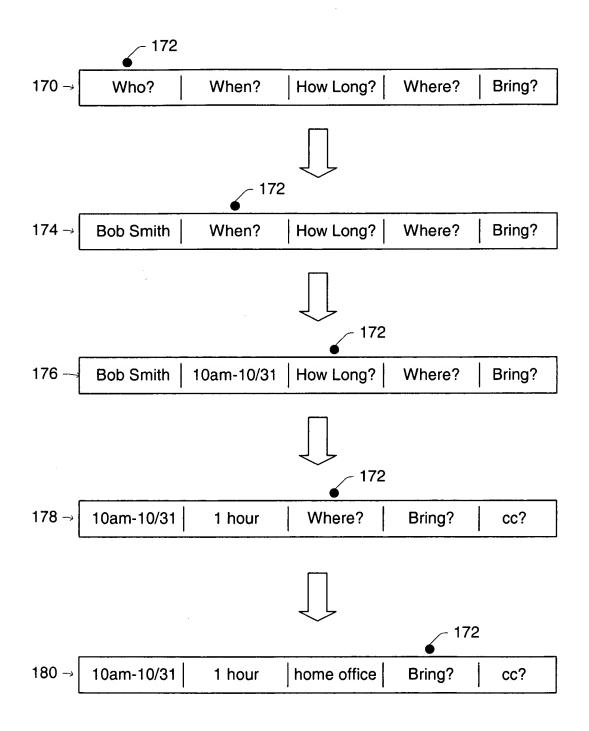


Fig. 3

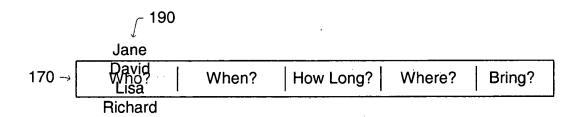


Fig. 4A

Fig. 4B

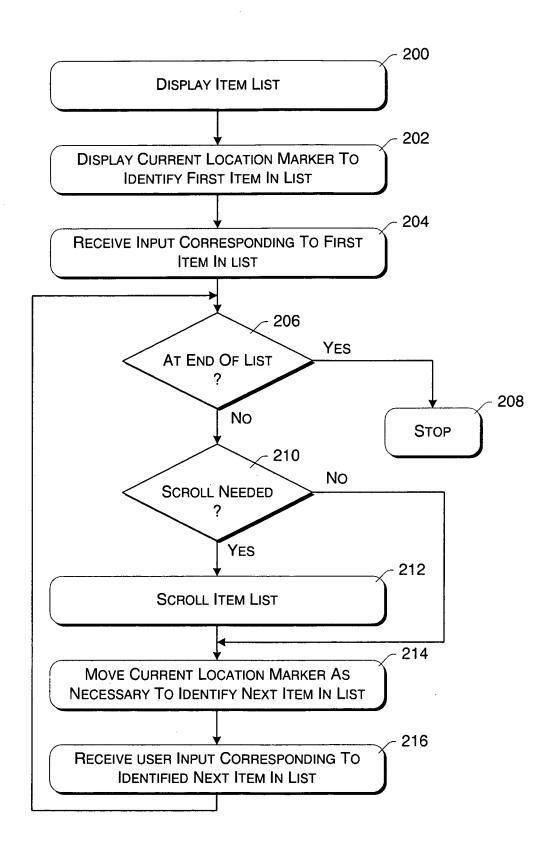


Fig. 5

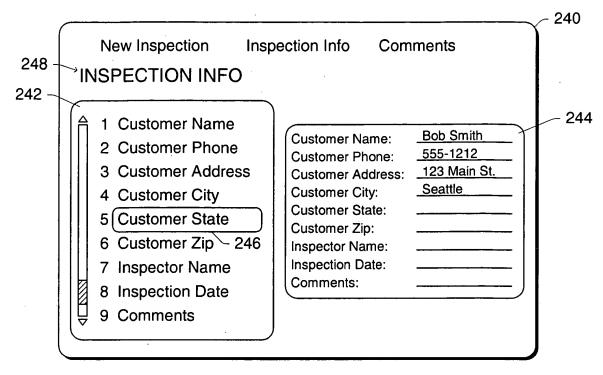
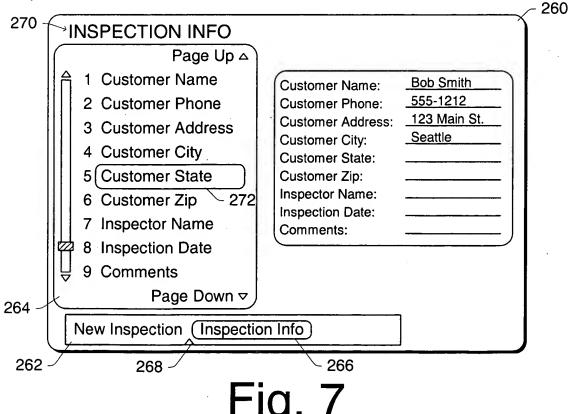


Fig. 6



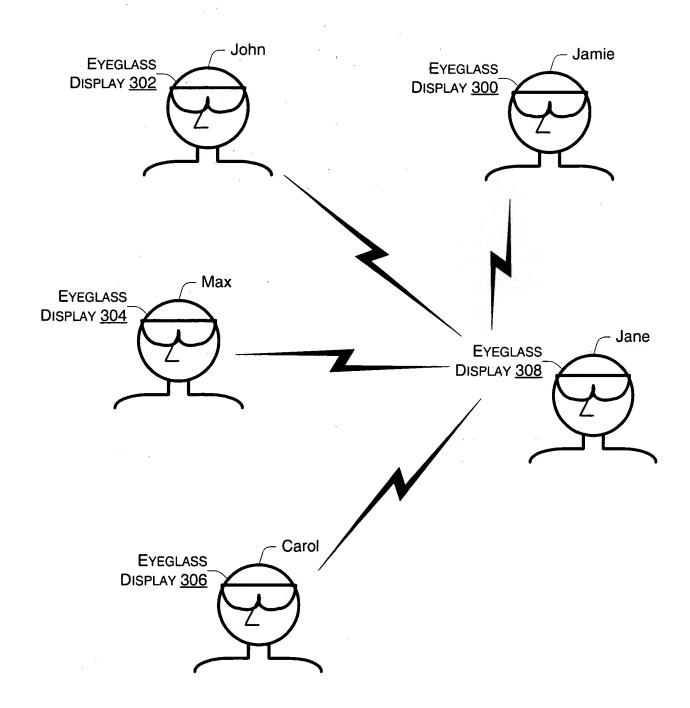


Fig. 8

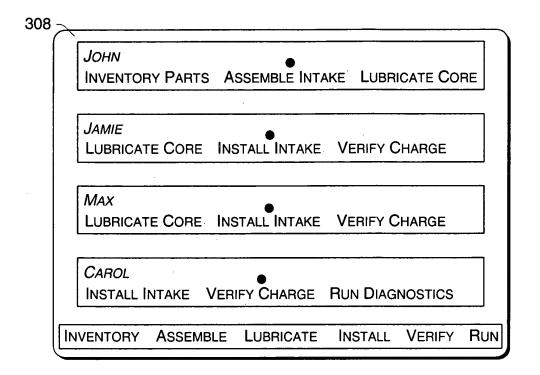
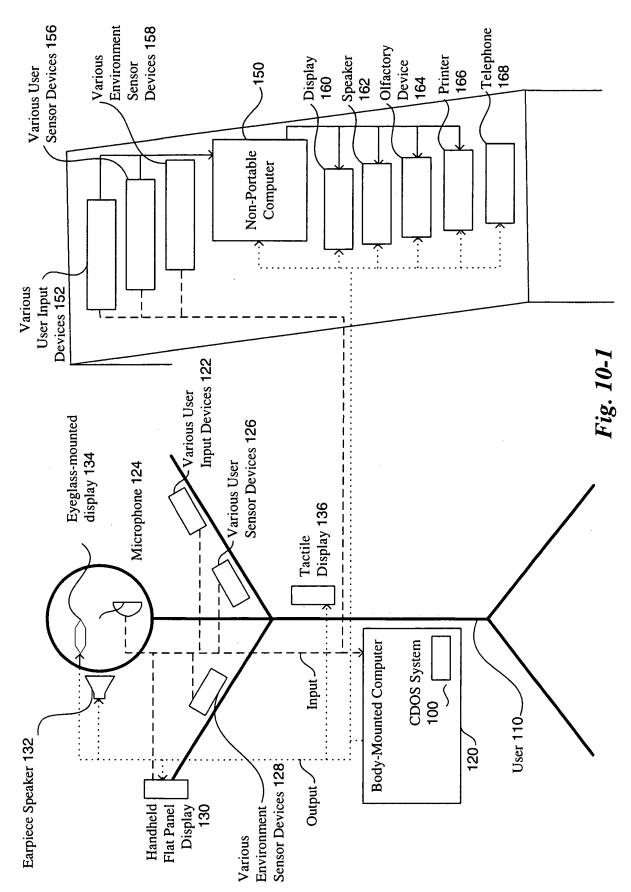


Fig. 9



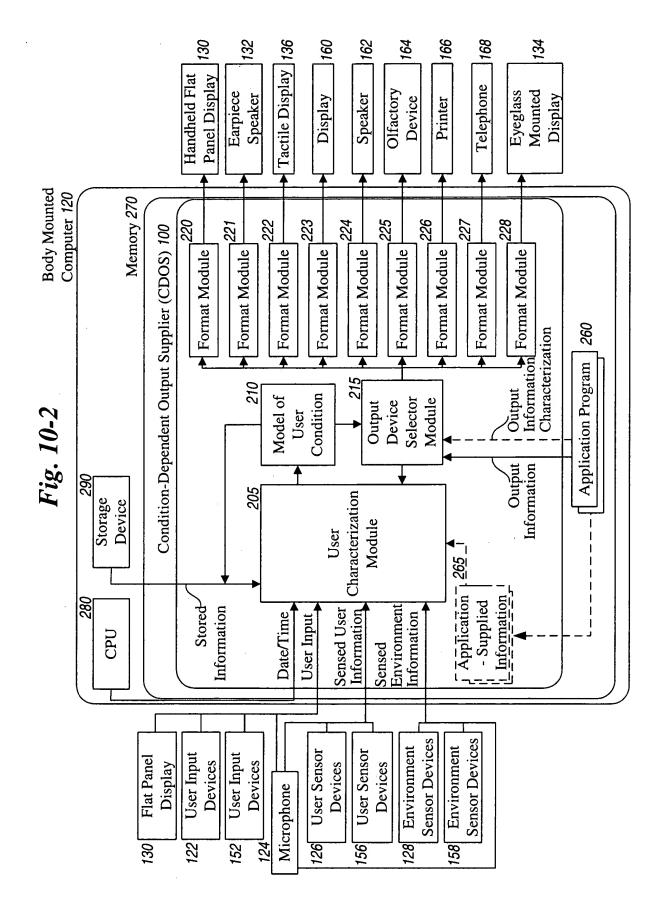


Fig. 10-3

Model of User Condition 21								
User: X Time: 14:22	Date 10/15/XX							
Latitude	37°55.3′ N							
Longitude	95°24.7′ W							
Altitude	102'							
Heart Rate	57 beats/minute							
Blood Pressure	125 / 80							
Last User Input	Voice Command "Stop Recording"							
Ambient Temperature	67°F							
Ambient Noise	20 dB							
Location	Office							
Speed	2 MPH	+/- 10%						
Nearby Objects	Desk							
Nearby People	Physical: None. Audio: "Doug Smith"							
User Activity	Talking on Cell Phone, Walking	Highly Likely						
Cognitive Load	•							
Level of Privacy	Company, Executive							
Scope of Audience	Self							
Application X-Factor 1	Normal: Mean-23, Std Dev 3							
·								
User Format Preference	Visual > Auditory							
User Device Preference	Eyeglass Mounted Display							
0								

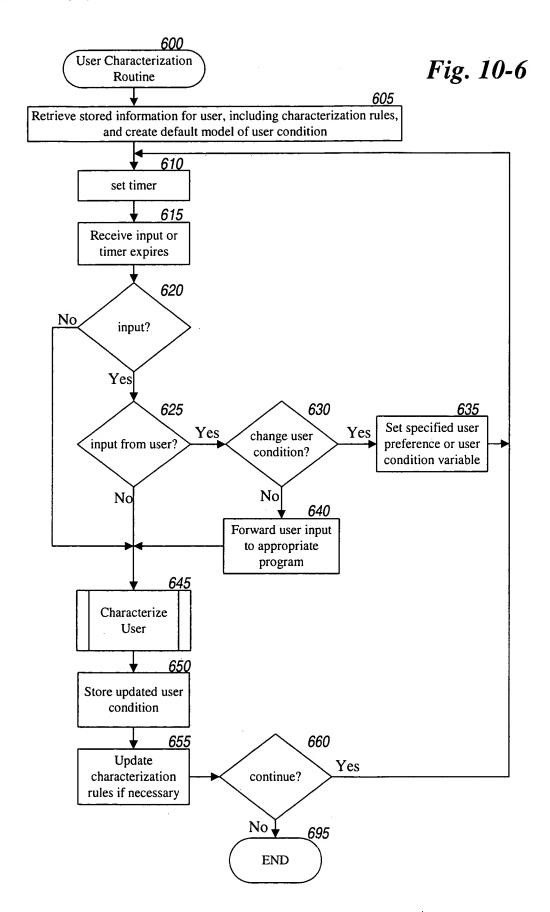
Fig. 10-4

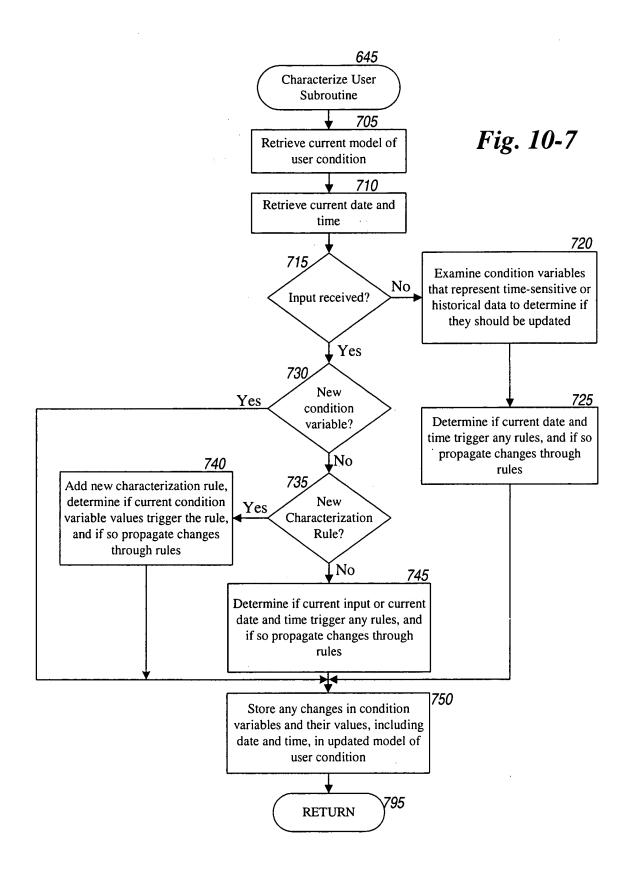
	I'lg. IU-4 User Characterization Module 205
User: X	
H	<latitude> ≈ "37° 55.2'N" AND <longitude> ≈ "95° 24.7'W" THEN <location> = "Office"</location></longitude></latitude>
IF .	< Infrared.Link.To.Desktop> = True THEN <nearby objects=""> Includes "Desk"</nearby>
IF.	< Voice.Recognition.ID> <> "X" AND < Speakerphone.Status> = "Disabled"
	THEN <nearby people=""> Includes ValueOf < Voice.Recognition.ID></nearby>
H	< Desktop. Motion. Sensor. Human. Movement> = True AND <user activity=""></user>
	Includes "Seated" THEN <nearby people.="" physical=""> Includes "Unidentified Person"</nearby>
IF	<user activity=""> = "Walking" THEN <cognitive load=""> = 20</cognitive></user>
田	<user activity=""> = "Talking *" THEN <cognitive load=""> = 55</cognitive></user>
田	<user activity=""> Includes "Walking" AND <user activity=""> Includes</user></user>
	"Talking On Cell Phone" THEN <cognitive load=""> = 77</cognitive>
WHILE .	WHILE < Output.To.User> = True THEN < Cognitive Load> = +10
WHILE .	WHILE $<$ User.Mood> Includes "Angry" THEN $<$ Cognitive Load> = $+20\%$
IF.	<nearby people.*=""> Includes Only [Company Executives] THEN</nearby>
	<pre><level of="" privacy=""> Includes "Executive"</level></pre>
IF	<nearby people.*=""> Includes Only [Company Employees] THEN</nearby>
	<level of="" privacy=""> Includes "Compa ny"</level>
田.	<nearby people.physical=""> = "None" THEN <scope audience="" of=""> = "Self"</scope></nearby>
H.	< Output.Intrusive.To.Others> = "Likely" THEN <scope audience="" of=""> = "Self"</scope>
AppX:IF	AppX:IF <application 1.mean="" x-factor=""> > 25 THEN</application>
	<application output="" x=""> = "Undesired" WITH Likeliho od "Likely"</application>
肝	(<current.time> - < Time.Of.Last.User.Input>) > 5 minutes THEN < Interacting.With.Computer></current.time>
	= False WITH Likelihood "Somewhat Likely"
-	

10-5
10
Fig.

Output Device Selector Module 215

											_			
	Degree of Intrusiveness on Others	Very Low	Very Low	Very Low	Very Low	Very Low-Medium	Low- Very High	Medium-Very High	Somewhat High	High-Very High	Medium-Very High	High-Very High	High	
	Degree of Interruptibility	Low	Low- Very High	Medium- High	Very Low- Very High	Low-Medium	Medium-High	Very Low- Somewhat Low	Very Low	High- Very High	High	Medium- High	Low- High	
	Scope of Audience	Self [+3]	Self	Self	Self	Self +6	Many	Many	Unlimited	Self	Self	Self	Self + Few	
	Level of Privacy	All	All	AII	All	Business, Sensitive	Business	Close Friends	Business	Family	All	Highly Sensitive	Sensitive	
	Cognitive Load	Very Low- Medium	Very Low- Somewhat High	Very Low- Somewhat Low	Very Low- Very High	Very Low- Somewhat High	Low- Somewhat High	Medium- Somewhat High	Very Low- Very High	Very Low- Medium	Very Low- High	Very Low- Medium	Low- Somewhat High	
	Supported Senses	Visual, Audio	Audio	Visual	Tactile	Visual	Audio	Olfactory	Visual	Audio	Visual, Audio, Tactile	Audio	Audio	
	In Use		×											
User: X	Currently Available	×	×	×	×	X	×	×	×	X				
	Device	Handheld Flat Panel Display	Earpiece Speaker 132	Eyeglass Mounted Display 134	Tactile Display 136	Display 160	Speaker 162	Olfactory Device 164	Printer 166	Telephone 168	Pager 502	Cellular Telephone 504	Car Radio 506	





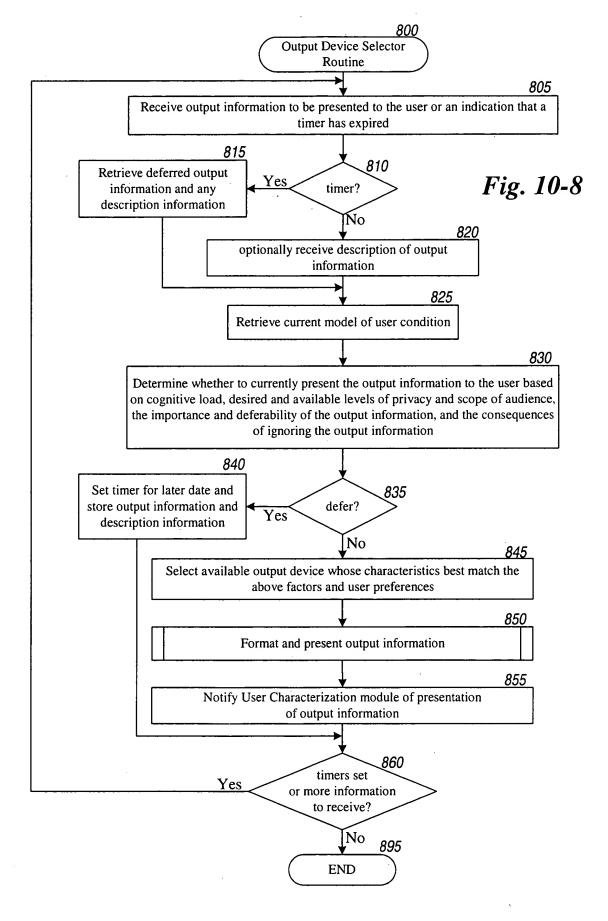


Fig. 10-9

